PlayStation®

NTSC U/C

PlayStation®

MATURE
M
CONTENT RATED BY ESRB

SLUS-01067

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Thank you for purchasing Tecmo's Dark Delusion™-Deception III™ game software for your PlayStation® game console. To learn how to play the game, read this manual first.

Also, be sure to keep your manual for future reference.

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USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherials may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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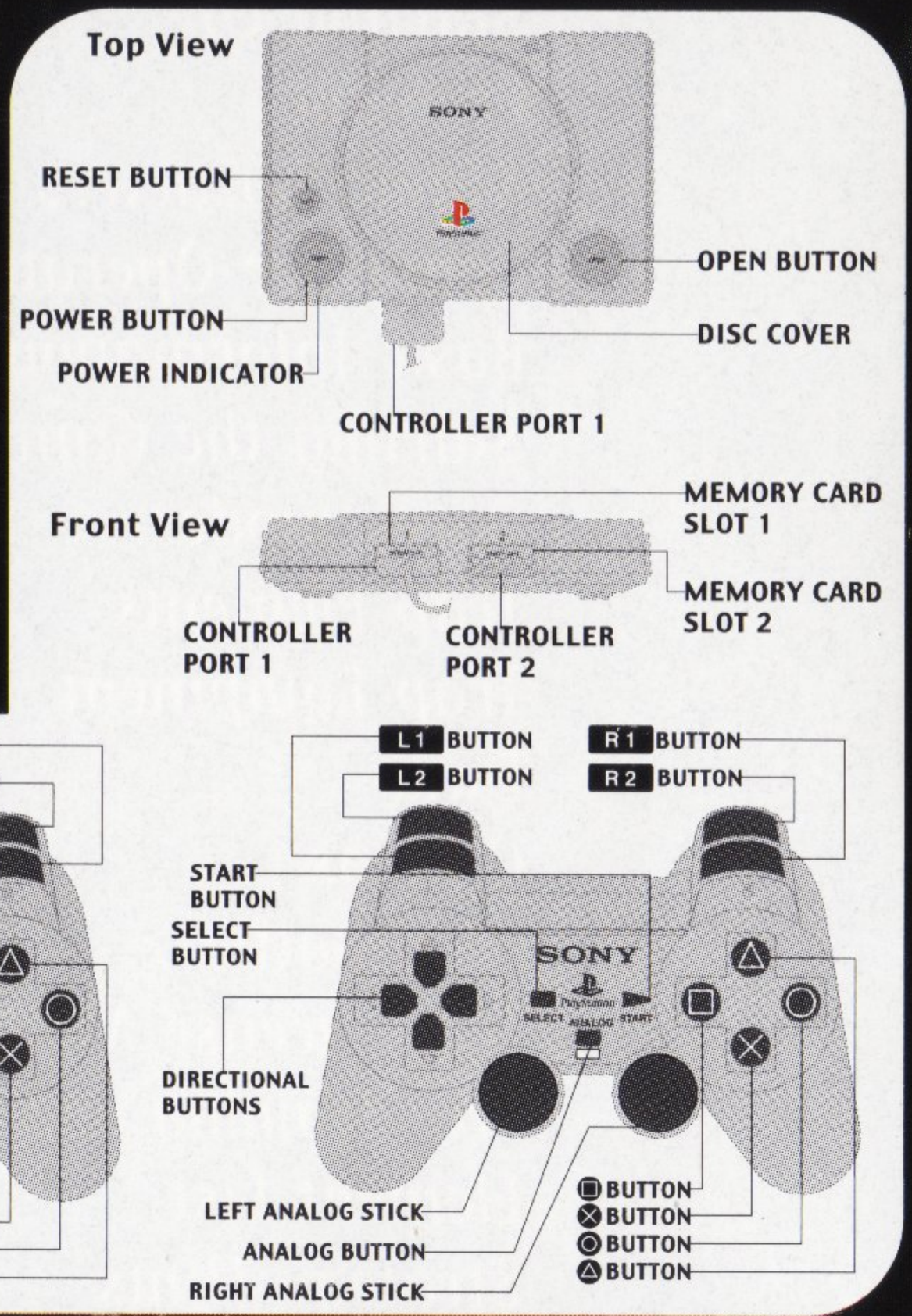
Starting Up

1. Insert the "Dark Delusion-Deception III" game disc into the PlayStation game console and turn the power ON.
2. The NEW GAME/LOAD GAME selection screen appears when [START] is pressed on the Title screen.

NEW GAME — Playing for the First Time

LOAD GAME — Continuing from where you left off

3. Use [Up/Down, directional button] to select a menu from the Main Menu list. Start the selected menu by pressing [⊗].
4. If you selected LOAD GAME, choose the data to be loaded.



The Legendary Stone

This is a cluster of legendary gemstones that glow with a bluish-green light. The Legendary Stone is comprised of one Core gemstone and its seven Guard Stones, which can reveal the powers of the Core Stone. The stones are scattered throughout the land, and legend has it that whoever collects all the stones that make up the "Legendary Stone" shall have the power to control time.

Dark Delusion-Deception III

The island of Alendar lies hidden beyond the Great Sea, as if abandoned by the rest of the world. A fantastic ancient tale has been handed down on this island through the generations.

But as time passed, people began to forget, until all that remained in memory of the ancient tale was a picture and the words, "Legendary Stone...."

In the kingdom of Alendar, there was a serious shortage of laborers. After many years of war with Burganfada, most of the population had been wiped out. Criminal organizations on Alendar saw this as a perfect opportunity to kidnap people from Burganfada and bring them to the island to serve as slaves.

Amidst these trying times on Alendar, the heroic King Arcadia, who brought an end to the war, died suddenly. A dark shadow fell over the islanders and the kingdom of Alendar once again, under King Frederick, the successor to the throne....

Main Characters

It all began on Reina's 17th birthday....

"Happy birthday, Reina!"

It was to be a joyous occasion for the whole family.

"Here, Reina, isn't this what you've wanted?"

The present from her mother was a brooch adorned with a glistening gem of a bluish-green tint.

What was to be a happy occasion was rudely interrupted by villains dressed in black. Reina, her little brother, and her stepmother Rosetta were captured and bound.

A ship carried Reina and her family to an island far across the ocean from their home of Burganfada. "Alendar" means "utopia" in the Burganfadan language.

To the island of Alendar....

REINA

Voice Emiko Ogiwara

Reina is a young girl who was born and orphaned in Burganfada. Rosetta adopted her when she was still very young, and raised Reina as if she were her own child. She must use Traps to confront her fate and defy her destiny if she is to have any hope for the future.

ALBERT

Voice Daisuke Kishio

Albert is the leader of the rebellion against King Fredrick. He is a brave and determined individual with a will of steel, but he has a compassionate side as well. He is respected even by his enemies, and is idolized by his younger brother Marco. He met Reina after she escaped from the dungeon and has been a strong ally to her ever since.

CHRISTINA

Voice Chika Yushiro

Christina is the leader of the kidnapping syndicate AUO, and she takes good care of her gang members. She started the syndicate with the other principal gang members, Cupido and Miguel, but the organization's purpose remains unclear.

MIGUEL

Voice Fumihiko Tachiki

Miguel is the messenger of havoc and mayhem. He brought great sorrow and tragedy to Reina and her family. Although he is one of the leading members of the AUO, his cruel streak troubles even his superiors.

MARCO

Voice Daisuke Kishio

Marco is a trusted friend to Reina. He aspires to be like his brother Albert, who is the leader of the rebellion against King Fredrick, and he can't grow up fast enough.

CECILIA

Voice Leo Natsuki

Cecilia is an espionage agent working directly under Queen Margareta. She is trusted enough to have become the queen's closest aide, but remains a mystery to many due to her often sorrowful expression.

Controller Operations

The following explains how to use the Controller. One of three operational settings, A, B or C, can be chosen for the controller from Options (see P. 22) under Intermission. The explanation here is limited to Controller type A.

CONTROLLER OPERATIONS DURING TRAP BATTLES

To view up, down, left, and right
Press [L2] + [directional button].

To move left
Press [L1].

To roll left
Press [L1] twice.

To advance
Press [(▲) Direction].

To face left
Press [(◀) Direction].

To retreat
Press [(▼) Direction].

To face right
Press [(▶) Direction].

MENU when game is paused.
[SELECT]

To pause the game during play
Press [START].

To face backward
Press [L1] + [R1] simultaneously.

To face the opponent
Press [R2].

To move right
Press [R1].

To roll right
Press [R1] twice.

To activate a Ceiling Trap
Press [△].

To activate Camp Mode
Press [○].

To activate a Floor Trap
Press [✕].

To activate a Wall Trap
Press [□].

Special operations following Trap activation:
Some Traps can be operated by pressing the respective launch buttons ([○], [✕], [△]) + [directional button].

How to RESET:
If you select QUIT GAME from MENU to be appeared by pressing START + SELECT buttons during Trap Battles, another YES/NO MENU will appear. YES will return the user to the title screen.

DUAL SHOCK™ ANALOG CONTROLLER

Players can experience more realistic battle sequences by using the DUALSHOCK analog controller. This controller provides a special vibration feature in both digital mode (LED light "OFF") and analog mode (LED light "ON-red"). Players can turn the vibration ON/OFF in Game Settings of Options (see P. 22). The operations of the Left Analog Stick and Right Analog Stick are disabled, but all other operations are the same as when the Controller is used.

SAVING DATA

Players can use SAVE/LOAD in Options to save the game in progress on a MEMORY CARD (see P. 21).

CONTROLLER OPERATIONS BEFORE AND AFTER TRAP BATTLES

Operations indicated in blue are common operations to be used before and after Trap Battle sessions. Operations indicated in orange are only to be used during Trap Setting.

To enlarge the room
Press [L2].

To rotate the room clockwise
Press [L1].

Cursor movement
Press [directional button].

To reduce the room size
Press [R2].

To rotate the room counterclockwise
Press [R1].

To cancel
Press [△].

To delete a Trap
Press [○].

To enter
Press [×].

To turn Help Messages ON/OFF
Press [□].

To skip an "Event Movie"
Press [START].

How to RESET:
Pressing START button for 2 seconds when holding down the SELECT button will return the user to the title screen.

Reina's only means of attack is the use of Traps. She cannot handle swords or use magic to defend herself. However, if used properly, Traps can be a much more powerful weapon than any sword or magic trick.

Basic Information

TRAP BATTLES

Use Traps to challenge the attacking enemy. The idea is to defeat the intruders by effectively using Traps, along with the initially planted "devices" (see P. 24) in respective areas on the premises. Players can also battle the intruders more effectively by taking advantage of the "topography", such as staircases and waterways. Players can verify Trap Settings and enemy information by viewing the Battle screen shown below.

INTRUDER INFORMATION
The indicated Life Gauge of an enemy declines as damage is inflicted. An enemy is defeated when his or her Life Gauge reaches "0."

PLAYER'S LIFE GAUGE
Each time a player receives a damaging blow, a piece of the stone tablet crumbles off. The game is over when the stone tablet is completely gone.

TRAP CHARGE METER
This meter indicates the status of each Trap, including which Traps are ready for activation.

ABNORMAL CONDITIONS

When a player is attacked by an enemy or when an enemy is subjected to a Trap, an abnormal condition may result in certain cases. This condition is only temporary, however.

POISON
Gradual loss of Life/HP

OIL
Catches on fire when lit

BLINDNESS
Far vision impaired

SLOW
Reduced movement speed

PARALYZED
Too stiff to move

CONFUSED
Can't move normally

ABNORMAL CONDITIONS AFFECTING ONLY THE ENEMY

ANGER
Continually charges toward you

FEAR
Runs away

TRAP ACTIVATION

Traps cannot be activated until the Trap Setting and Trap Charge procedures are completed.

TRAP SETTING

Set a Trap on the map located in Camp Mode. Press [◎] to switch into Camp Mode (see P. 23).

The screen does not show the placement of Traps.

CHARGE

Charges Traps with magical powers. Traps cannot be used while charging is in progress.

When a Trap is set, charging begins automatically. A Trap cannot be activated while it is charging.

TRAP ACTIVATION

Activate a Trap by pressing Ceiling Trap [△], Wall Trap [□], or Floor Trap [✕] after charging is complete. Multiple Traps can be activated simultaneously, and some Traps can be maneuvered by pressing the Activate button + [directional button]. Once a Trap is activated and used, it must be recharged before it can be used again.

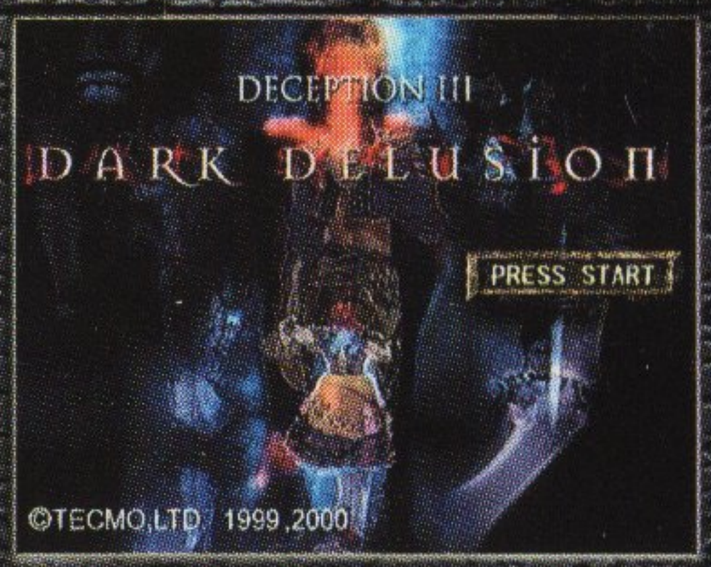
Traps are ready to activate when charging is complete.

ARK AND DREAK

"Ark" is the flame of the soul, which glows like an emerald. It appears when a Trap strikes an intruder. The goal is to collect as many "Arks" as possible, either by delivering multiple devastating blows or by setting a Trap Combination (see P. 28) to cause many "Arks" to appear.

"Dreak" is the magical power applied to synthesize Trap Elements (see P. 17). You receive an amount of "Dreak" in accordance with the number of "Arks" acquired (up to a maximum of 99), which is determined in the Mission Evaluation stage.

Starting the Game



STORY MODE

This is the main mode in which you can play along with the story of "Dark Delusion-Deception III" (see P. 3).

TRAP LICENSE MODE

This is the training mode for beginners (see P. 25).

FREE TRAINING MODE

This mode enables the Traps and "devices" in a particular room to be tested using a dummy (see P. 26).

EXPERT MODE

This mode enables you to attempt a difficult "puzzle mission" (see P. 26).

OPTIONS

This mode enables you to change various settings and customize the game (see P. 21).

Game Modes

STORY MODE

Players can become the heroine Reina, or any name they choose, and play out the story as it unfolds. Traps and devices in rooms must be used to defeat the enemy. Keep in mind that how the game progresses and your responses to story selections will ultimately shape how the story unfolds.

When you select NEW GAME and then Story, a screen for entering the heroine's name will appear. Enter the desired name and the heroine's name will change from "Reina" to your choice.

The Story mode progression follows the five basic scenes, or sequences of events, described below. The five segments are called "missions."

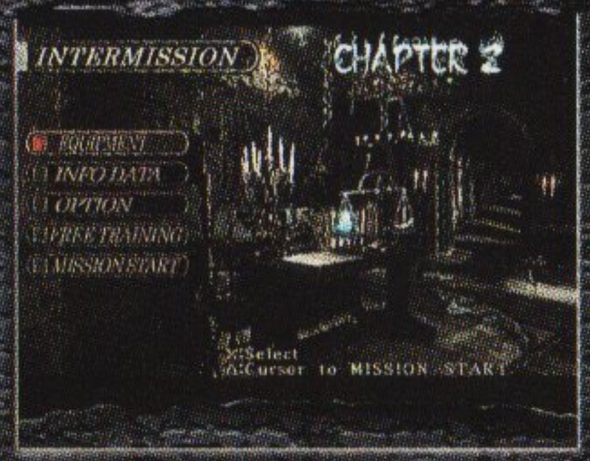
1. Intermission (see P. 13)
This mission appears in Story 2.
This is the strategy part of the mission, in which information on the enemy, the room, Trap development, and equipment can be verified.

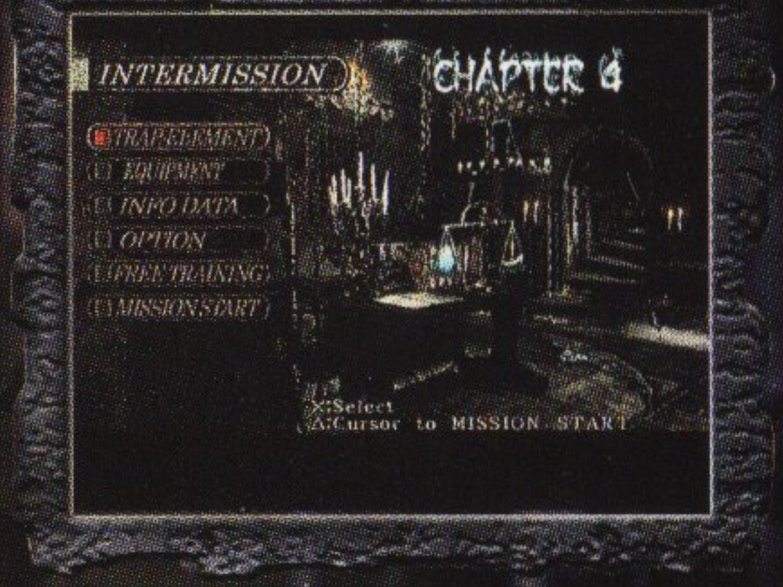
2. Lead-In Story Mission
Here, you can become acquainted with the story line of a particular chapter. Enemies will also be introduced.

3. Trap Battle (see P. 23)
This is a battle sequence in which you can set a trap for the enemy and lure them into it.

4. Story-Ending Mission
This is the end of the story after the enemy has been defeated.

5. Mission Evaluation
Here, it will be evaluated how well you fought the "Trap Battle" segment, and "Arks" and "Dreak" will be awarded based on those evaluations.





INTERMISSION

Intermission is a strategy segment in which players can verify Trap Development, Equipment, and various other data.

Planning and preparation are keys to clearing the battle sequence in this segment. Players can make various game settings, including SAVES/LOAD.

The mode determines what can and cannot be done in the Intermission segment. The explanations below apply to the Intermission segment in Story mode.

TRAP ELEMENT (see P. 15)

Develops new Traps (This appears as the story progresses).

EQUIPMENT (see P. 19)

Selects Traps to be armed from among developed Traps.

INFORMATION DATA (see P. 20)

INTRUDER DATA

Displays information on enemies appearing in this mission.

STATUS

Displays information on the current player.

MAP

Displays information on maps appearing in this mission.

OPTIONS (see P. 21)

SAVES & LOAD

Saves the mission on a memory card or performs loading to resume the mission.

GAME SETTINGS

Enables various game settings to be made.

KEY CONFIGURATION

Changes the Controller settings.

TRAP GUIDE

Displays previously developed Traps to be viewed.

GAME OVER

Exits the Story mode and returns to the Mode Selection screen.

FREE TRAINING (see P. 26 Free Training)

Free Training allows the player to experiment with Traps.

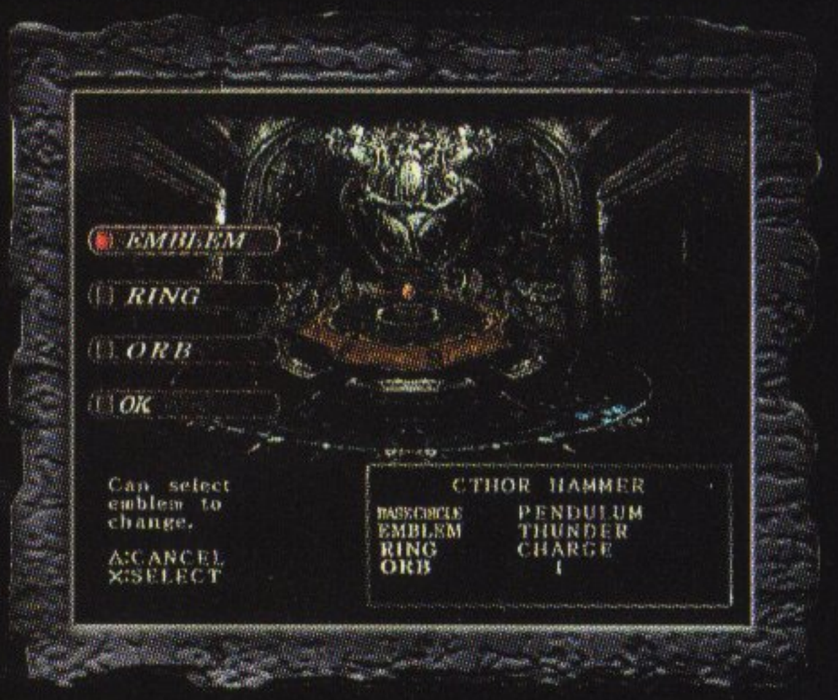
MISSION START

Starts the Trap Battle for this mission.

TRAP ELEMENTS

Players can create powerful Traps by combining the four Trap Elements specified below.

1. Manages basic functions: Base Circle
2. Manages added effects: Emblem
3. Manages power increases: Power Orb
4. Manages special effects: Ring



ORB

Gem controlling the Trap's power

Power Up!

EMBLEM

Crest controlling the additional effects of Traps

Rising Emblem, Thunder Emblem, etc.

RING

Ring controlling Trap Activation

Auto Ring, Charge Ring, etc.

Auto Activation, Rapid Charge, and additional activation abilities

BASE CIRCLE

As the core circle of a Trap, this controls its Basic Functions.

Create new Traps by combining the Trap Elements. The Elements can be combined by exchanging Dreak received from the Mission Evaluation.

Trap Element combination examples using the Base Circle [Pendulum]

A. TOLL HAMMER LV. 2
Auto Ring
(Auto Activation)
Thunder Emblem
(Thunder property)

2 POWER ORBS
Ceiling Trap (Inherited base)
Thunder property (Emblem effect)
Auto activation (Ring ability)
Extra damage (Orb effect)

C. MEGA YOYO LV. 3
Charge Ring
(Reduced charging time)
Rising Emblem
(Rising property)

3 POWER ORBS
Ceiling Trap (Inherited base)
Rising property (Emblem effect)
Rapid Charge (Ring ability)
Added piercing ability (Orb effect)

Players can acquire each Trap Element as the story progresses. Some Elements cannot be acquired except under certain special conditions. A partial list of the Elements that can be acquired at the beginning of the game is provided at the end of this manual (see P. 27). Players may refer to it when combining Trap Elements.

SYNTHESIZING TRAPS

There are two methods of synthesizing Traps: normal Trap Creation and the quick-synthesis mode Recommended Trap.

TRAP CREATION

1. *Select whether a Ceiling, Floor, or Wall Trap is to be made.*
2. *After selecting Base Circle, choose "Make New" if a new trap is to be created, or "an existing Trap" if an existing Trap is to be altered.*

   It takes a large amount of "Dreak" to create a new Trap, but the Trap remains in your possession. On the other hand, though customizing a Trap uses less "Dreak," you will lose the original Trap.
3. *Choosing from Among the Trap Elements. Place the cursor on Emblem, Ring, or Orb, and press [⊗]. A selection screen for each Trap Element will appear. After all selections have been made, Created Trap Data will display the relevant Trap data at the time of each creation. Select Enter Creation to create a Trap.*
4. *The Creation Check Screen will display detailed Trap data before and after the Trap is synthesized.*
5. *Trap Creation Screen.*
6. *Appropriate graphics and data are displayed for the created Trap.*

RECOMMENDED TRAP

The quick-synthesis mode creates Traps simply by choosing a Trap from the Recommended Trap list. This mode allows players to select ideal Traps for the "recommended Trap" list from all available Traps.

1. *Choose a Trap to be created from the Recommended Trap list.*
2. *Choose between "Make New" (for creating a new trap) and "an existing Trap" (for altering an existing Trap).*
3. *Verify the created Trap. The data on the Trap, before and after synthesis, will be displayed.*
4. *The chosen Trap is created.*
5. *Graphics and Trap data are displayed for the created Trap.*

AMOUNT OF DREAK NECESSARY FOR ORB SYNTHESIS

The amount of Dreak consumed in synthesizing one Orb depends on what types of Base or Emblem are to be used. This is true not only for "Make New," but also for "an existing Trap." If customizing changes the Trap's original Base and Emblem combination, the difference in Dreak consumption may also be deducted.

DISTINGUISHING TRAP FEATURES

The name of a Trap is basically determined by its Base Circle and Emblem combination. However, this doesn't solve the problem of distinguishing the specific capabilities of a Trap, such as its activation capabilities or added power acquired with Ring or Orb. How then, is a Trap distinguished?

When in doubt, check the Trap name in the list. Note the Letter preceding the Trap name, or the Level designation following the name. These indications show the Trap's Ring and Orb capabilities.

Example: With A. TOLL HAMMER LV. 2, the A preceding the Trap name denotes Auto Ring, and the numeral in "LV. 2" after the name indicates the number of Orbs; in this case, two orbs (since the default is one orb, its designation; LV. 1 is not displayed). In the example MEGA YOYO LV. 3, indicates Charge Ring and LV. 3 indicates 3 Orbs (See P. 27 for the Ring list).

TRAP EQUIPMENT

Trap Equipment refers to the process of selecting Traps from your Traps arsenal for your next Trap battle segment. For example, Reina can arm herself with no more than nine Traps for her Trap battle segment, and she is limited to three each from among the Ceiling, Wall, and Floor Traps. Needless to say, what types of Traps you arm yourself with can be the deciding factor in the Trap battle segment and the outcome of the game itself.

1. *A "Trap in possession" developed on the foundation of a Base Circle, which is selected here*
2. *Trap data for the currently selected Trap*
3. *Base Circle icon*
4. *List of Traps with which you are currently armed*

SELECTING YOUR TRAP EQUIPMENT

1. *Use [Left/Right, directional button] to choose the Base Circle.*
2. *Use [Up/Down, directional button] to choose a Trap from your "Traps in possession" list, then press [⊗] to enter your selection. A mark is displayed to the left of the names of Traps that you have already selected for your equipment.*
3. *Should you decide to change the order of the Traps you've selected, use [Up/Down, directional button], then press [⊗] to enter the selection.*
4. *Repeat steps 1 to 3 until all equipment tasks have been completed, then press [△] to exit the Equipment screen.*

Data

DESCRIPTIONAL DATA

Players can check Intruder Data, the Player Status, and Map Data on these screens.

INTRUDER DATA

Players can view the status of the enemies appearing in the mission. Use [Up/Down, directional button] to select the enemy to be viewed.

HP . . . . . Enemy's physical stamina
Defense . . . . . Enemy's ability to defend
Far/attack . . . . . Long-range attacking ability
Attention . . . . . Enemy's ability to detect Traps
Close/attack . . . . Close-range attacking ability
Speed . . . . . Movement speed

QEG: . . . . . Queen's Elite Guards
I-GUARD: . . . . . Imperial Guard
QSF: . . . . . Queen's Special Forces

STATUS

Players can check their present status.

Victims — Number of enemies defeated

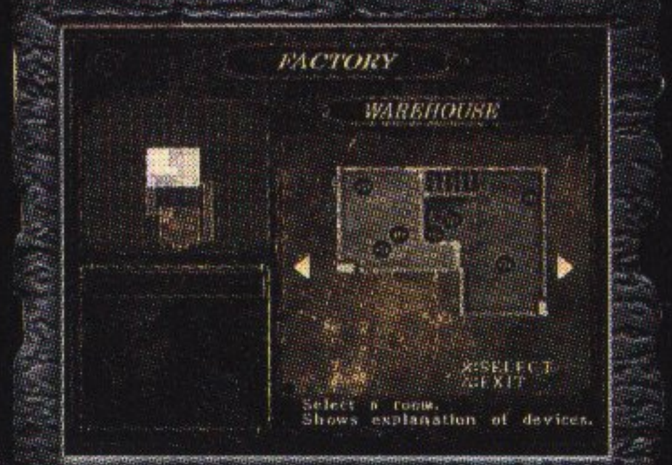
MAX COMBO — Maximum number of Trap Combinations

Trap Guide — Status of the Trap encyclopedia

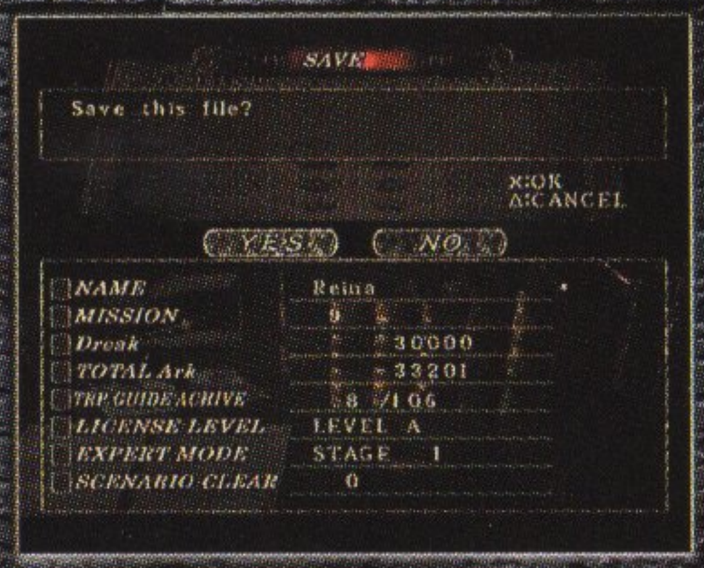
MAP

Players can verify the mission by viewing a map.

When you select a room on the map by pressing [directional button] and [⊗], the "devices" planted in the room can be selected. At this time, an explanation of the "device" is also displayed.



Options



Options enable you to SAVE/LOAD game data, change Game Settings, perform Key Configuration, and view the Trap Guide.

SAVE & LOAD

This option enables the game in play to be saved on a memory card, or saved data to be loaded in order to resume the game.

SAVE

1. Designate memory card slot 1 or 2 to choose which memory card you want to save the game in.
2. Choose a file name under which the data is to be saved. If NEW FILE is selected, a new file will be created. NOTE: If an existing "Dark Delusion-Deception III Game Data" file is selected, the existing file will be overwritten.

LOAD

1. Choose the memory-card slot of the memory card containing the data to be uploaded.
2. Choose the data file on the memory card to be uploaded.

GAME SETTINGS

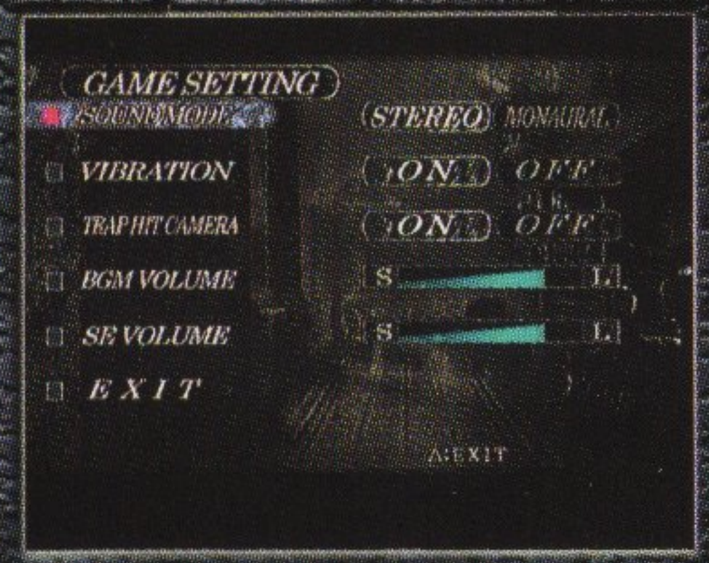
SOUND MODE
Changes the sound from stereo to mono

VIBRATION
Turns the vibration ON/OFF when the DUALSHOCK™ analog controller is used

TRAP HIT CAMERA
Turns the camera ON/OFF to show the Trap hitting the target

BGM VOLUME
Sets the volume for BGM

SE VOLUME
Sets the volume for Sound Effects



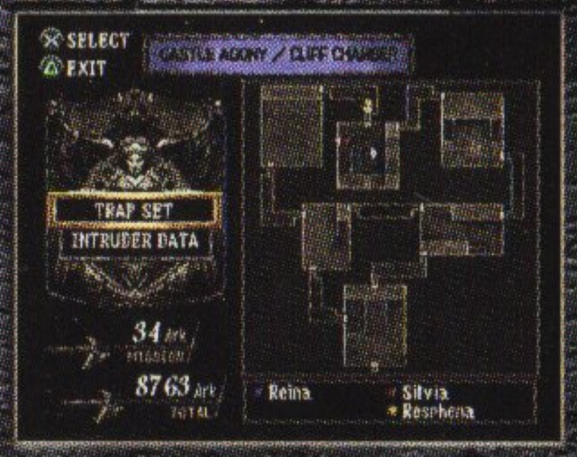
KEY CONFIGURATION

This option enables the controller operation to be changed during Trap battles. It provides three types of controller operations: Type A, Type B, and Type C.

TRAP GUIDE

This Trap encyclopedia enables developed Traps to be examined in detail.

1. Choose the encyclopedia volume containing the Base Circle title to be viewed.
2. Choose the Trap to be viewed from the Table of Contents.
3. The page will open at this point, enabling Trap information to be viewed. Pages can also be turned using [Left/Right, directional button].



TRAP BATTLE

Refer to page 9 for basic operations during Trap battles.

CAMP MODE

You can switch into Camp Mode by pressing [◎] during a Trap Battle. Camp Mode enables Trap Settings and Intruder Information to be obtained.

TRAP SETTING

A player can set 1 Trap each from the Ceiling, Wall, and Floor Traps for each room.

(Press [L1] and [R1] to rotate the map. Press [L2] to enlarge the room. Press [R2] to reduce the size of the room.)

Flow of Procedures in Trap Setting

1. *Choose the type of Trap (Ceiling, Wall, Floor) to be set. "Device information" can be verified in the room when you use [Up/Down, directional button] to select Devices for the room.*
2. *Choose the Trap to be set from among the Traps with which you are equipped.*
3. *Use the map to select the location for setting the Trap.*
4. *Select the activating orientation of Traps, which require a specific orientation.*
5. *Marks will indicate where the Traps have been set when you return to the Trap Battle screen.*

PRECAUTIONS FOR SETTING TRAPS

- Traps cannot be set in hallways.
- Traps cannot be set inside doors or in locations where "devices" have already been planted.
- Ceiling and Floor Traps cannot be set on the same block.
- Traps cannot be removed or reset while a Trap is being activated.

INTRUDER INFORMATION

Players can view information on their battle opponent. The enemy can be changed using [Left/Right, directional button]. Refer to Data in Intermission (see P. 20) for the methods of interpreting each parameter.

DEVICES PLANTED IN ROOMS

Rooms are initially planted with several "devices." There are essentially two types of devices: switch-activated devices and devices activated by Trap impact.

1. Devices Activated by Trap Impact

Devices such as pillars and barrels will move when they are struck with a Trap. There are also various other ways to move devices.

2. Switch-Activated Devices

Switches can be activated by touch or by Trap contact. To verify which switch activates which device, refer to the Devices Planted in Rooms menu for Trap Setting in Camp Mode.

3. Healing Stone

On the map is a "Healing Stone" emanating a green light. When a player touches this "Healing Stone," it fully revives the player's stamina. The "Healing Stone" cracks after one use, but it will reappear again after the mission is completed.

TRAP LICENSE MODE

"Trap License" mode is a practice-session mode providing players with a condensed version of the essentials. It introduces elementary moves for "Trap Setting" and "Trap Activation," as well as sophisticated techniques for "Device and Trap coordination."

There are seven levels in this mode, and each level is composed of five lessons. When you begin, you are only allowed on Level F, and you may not move up to the next level until you have passed the Proficiency test at the end of each level. If you save in this mode, you can resume playing at the current level the next time you select LOAD GAME.

Flow of Trap License Mode

1. Choose a lesson from the Lesson Selection Screen.

(Use [Left/Right, directional button] to select the level, use [Up/Down, directional button] to select the lesson, and then press [⊗] to enter.)

2. When you enter the Trap Battle Screen, a message will indicate the objective of the exercise and the means of achieving it.
3. The actual lesson
4. The results of the lesson are displayed.

Players may advance to the next level only by passing the Proficiency Test for each level.

Repeat the lesson — Starts play from the beginning of the mission
Advance to next lesson — Proceeds to the next lesson
Exit lesson — Quits the lesson and saves the current status

Free Training and Expert Mode

FREE TRAINING MODE

This is a free-play mode in which "devices" in the room or a newly developed Trap can be tested using an experimental dummy. Players can enter this mode through the Main Menu and Intermission screens.

FREE TRAINING INTERMISSION

Map

Chooses one of the maps introduced in the Story mode.

Equipment

Selects a Trap for equipment from among the Traps developed in the Story mode.

Options

Enables players to make various setups.

Start

Starts the Trap Battle mission.

Enemy Placement

The opponents are not shown on the map when the heroine first enters a castle. Switch into Camp Mode from the Trap Battle screen (press [◎] during a Trap Battle to switch into Camp Mode; see P. 23), and select Place Character from the Trap Setting menu. This will enable players to place enemies in the same manner as when they place Traps.

EXPERT MODE

This is a special puzzle mode reserved for expert players. Each mission has specific obstacles to be overcome and objectives to be achieved. Face the formidable challenge of these missions by using Traps developed in Story mode, as well as the knowledge and technique obtained in other game modes.

This mode has 10 stages per level. A new stage will appear when all stages have been cleared successfully. If the contents of Expert mode are saved, the game can be resumed from where you left off the next time you select LOAD GAME.

Expert Mode Flow

1. Choose a stage from the Stage Selection Screen.
2. Verify the goals and objectives of the stage, as well as the Trap Equipment, in Expert Intermission.
3. Trap Battle segment
4. The results for the stage are displayed.

When all the stages in a level have been cleared, you will advance to the next level.

Repeat the stage — Replays the stage from the beginning.

Return to menu — Returns to the menu

The current status can be saved.

Element List

The following is a partial list of the initially obtainable Trap Elements:

Base Circle
This is a core disc used to synthesize Traps. Other elements are added to increase power.

Pendulum
This is an axe-like weapon that swings like a pendulum to destroy the enemy with its large, sharp blade.

Arrow Slit
Arrows fired from the wall can be used to attack enemies from a distance.

Spring Floor
The spring-loaded floor can hurl enemies from where they stand.

Emblem
This is a crest that increases the effectiveness of a Trap when it is added to the Base Circle. There are many other types of Emblems not shown here.

Fire Emblem
Fire symbolizes power. A Trap bearing this emblem has increased destructive powers.

Thunder Emblem
A Trap with this lightning-bolt emblem delivers an electric shock.

Impact Emblem
A Trap with this Impact Emblem will inflict a powerful shock on the enemy.

RINGS
Adding a Ring to a Base Circle provides various Trap activating capabilities. There are six types of rings. The ring effect of each Trap can be verified by checking the letter at the front of the Trap name in the Trap List.

Charge Ring • Letter C
Reduces Trap charging time by 20%.

Timer Ring • Letter T
When the Trap is activated, this ring converts a Trap to an Auto Trap for a given period of time. This Auto Trap is activated when an opponent steps into a hit area, but it will also automatically explode after a certain period of time.

Summon Ring • Letter S
After a Trap has been activated, this ring summons all enemies within a four-block radius of the set Trap. The effect expires after a certain period of time.

Auto Ring • Letter A
A Trap is automatically activated whenever an enemy enters its effective range. However, it cannot be activated in any other way, manually or otherwise.

Damage Ring • Letter D
This ring increases the damaging force by 1.2 times.

??? • Letter ?
There is one other special ring that is veiled in mystery. Its function and how to go about acquiring it are completely unknown. If you seek this ring, try to determine whether there are any requirements for obtaining it.

STRATEGY HINTS FOR BEGINNERS

Use the room's topography!

Rocks and barrels move from high ground to low. Staircase and slopes can be used to make the most of this principal. Waterways and ponds are great conductors of electricity. If an electric shock is induced in one location, it will spread to wherever the water is touching. You can increase the effectiveness of your play by taking advantage of the Room's Topography.

Use devices in the room!

Each room contains powerful "devices" that can be used to your advantage. You can do tremendous damage by combining Traps and "devices in rooms," even if only weak Traps are available. For example, You can defeat the enemy by combining a SPRING FLOOR with a CASKET and hurling the enemy into it.

Use Trap Combinations!

The strategy of bombarding the enemy with successive Trap attacks is known as "Trap Combination." To use an example, let's say the enemy's feet are caught in a BEAR Trap. This is a perfect opportunity to fire an ARROW SLIT or use the SMASH WALL to hurl the enemy, and then drop a MEGA ROCK on the enemy before he reaches his feet. The point is to repeatedly attack the enemy before the enemy's Life Gauge recovers from the red damage indication. Abnormal statuses such as Poison and Blindness cannot be included in "Trap Combinations."

Players can defeat a powerful adversary quickly and effectively through the use of a "Trap Combination." It will provide more "Arks" for the player with every Trap hit. No other strategy defeats the enemy quicker or allows you to gain more "Arks." If it is your intention to collect more "Arks," you must be careful not to repeatedly strike the enemy with the same Trap during a Trap Combination, as doing so will not increase the amount of "Ark"!

The possible consecutive combinations are Max.15 Hits

'There are intruders who have a special ability called 'TRAP GUARD" although this information is not listed in the "INTRUDER DATA" screen. There are several kinds of Trap Guards. For Example: Some intruders can defend themselves from bomb traps and jump away from floor traps to avoid damage. However, 'TRAP GUARD" only works when the intruder is in good condition.

Lead the enemy in to a Trap!

At the beginning of the game, all enemies will charge at Reina, so have her wait for the enemy behind the Trap (set the Trap in front of your player) after the Trap has been set. Launch the Trap when the enemy comes near.

STRATEGY HINTS FOR EXPERTS

The hints below are for players who can't seem to achieve the results they're looking for and are somewhat frustrated, in spite of the fact that they've gotten pretty far in the Story and have mastered the art of "Trap Combination"! This section is also "must" reading for those who aspire to conquer "Dark Delusion-Deception III"!

Strategies for the Expert mode

If you attempt to clear each mission in the Expert mode using only the initially equipped Traps and conventional strategies, you will have great difficulty. The key lies in the Trap development in the Story mode and the Trap Equipment selection for Trap battles.

For example, to defeat the enemy faster and more effectively, it is a good idea to use a Trap with a Damage Ring for stronger damage capability, or to develop a rapid-charging Trap with a Charge Ring. Furthermore, you must be able to change the number of Orbs to change the distance the enemy moves or their rate of advance and use Traps discriminatingly. The more Traps you have at your disposal, the more options you will have to enable you to conquer "Dark Delusion-Deception III" quickly.

Perfecting the Art of Expert-Level Trap Combination

Players can only set a maximum of three Traps in each room. However, you can hit the enemy with more than three Traps by switching in and out of Camp mode during a Trap Combination in order to replace or add a Trap.

For example, the following is a way to make four hits: First, hurl the enemy using the SPRING FLOOR (Floor), then restrain him using the FLOAT MAGNET (Wall). In so doing, switch to Camp mode and set a BLAST BOMB (Floor). By the time you move the enemy into position using the PENDULUM (Ceiling), the BLAST BOMB will be fully charged and ready for use. Finally, launch the BLAST BOMB to make a total of four hits. This technique requires that you master quick replacement of Traps, which will enable you to hit the enemy with even more Traps..

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